

FIG. 1

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If - 30999. If - 30999. If - 30999. If - 30999.

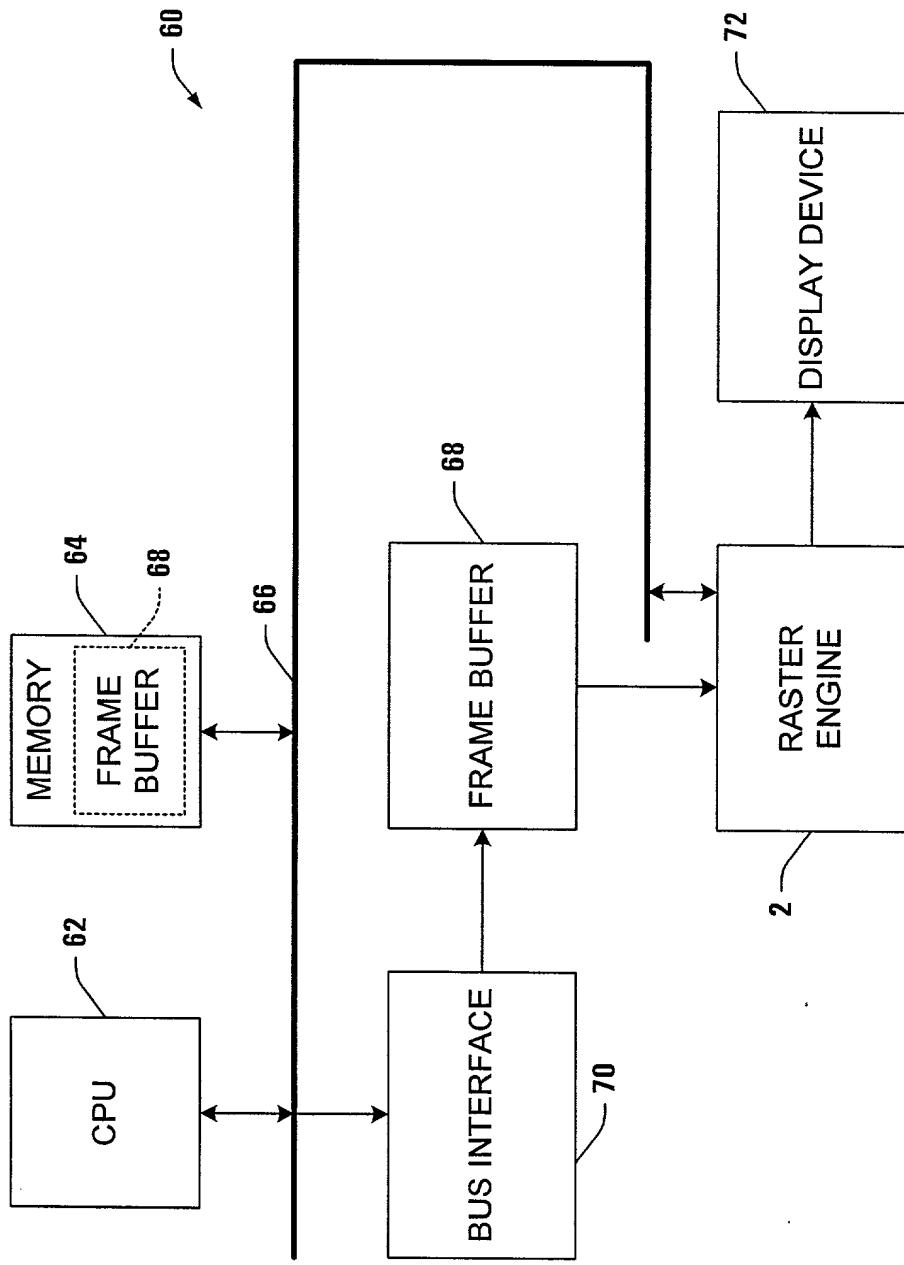


FIG. 2A

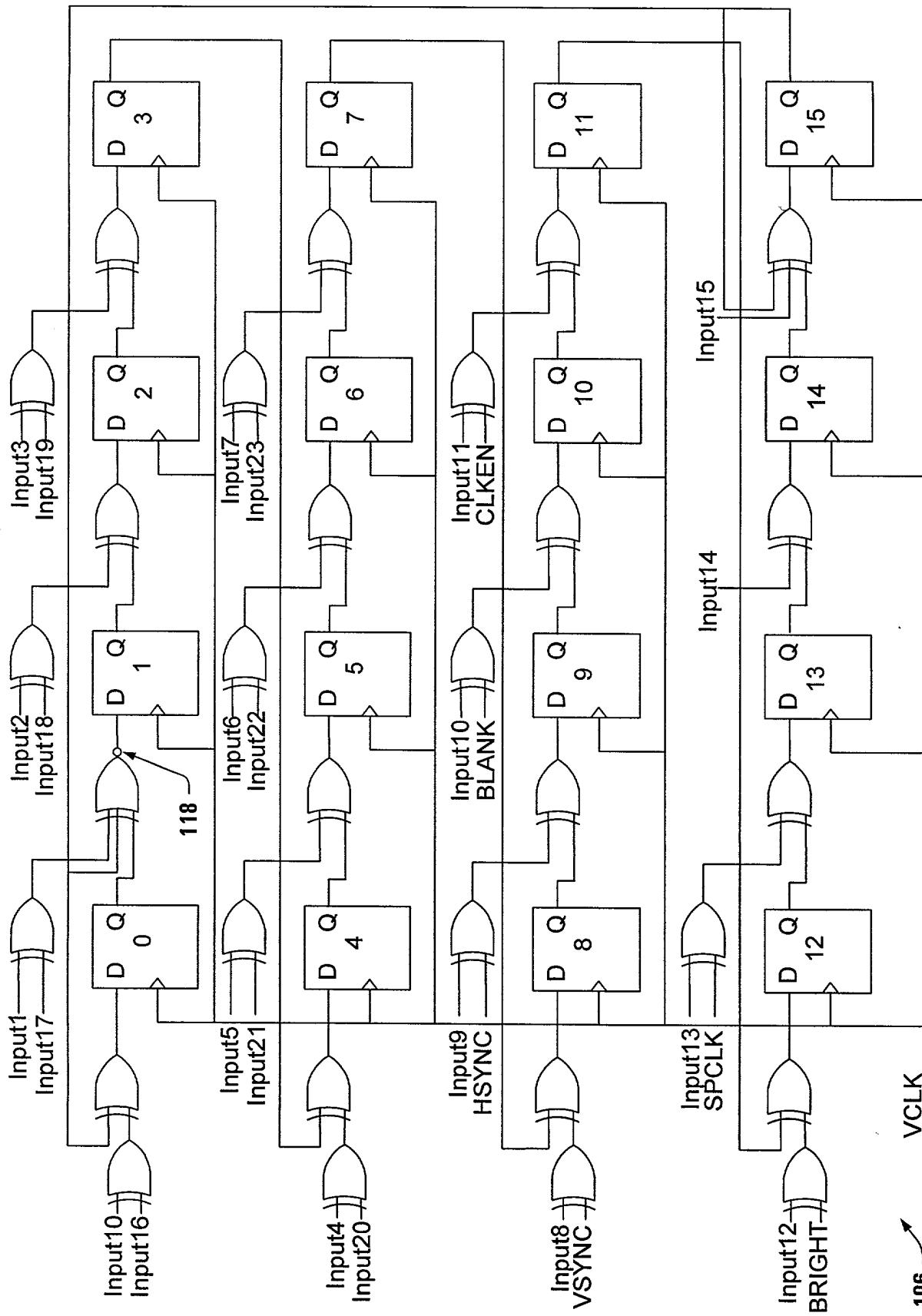


FIG. 4

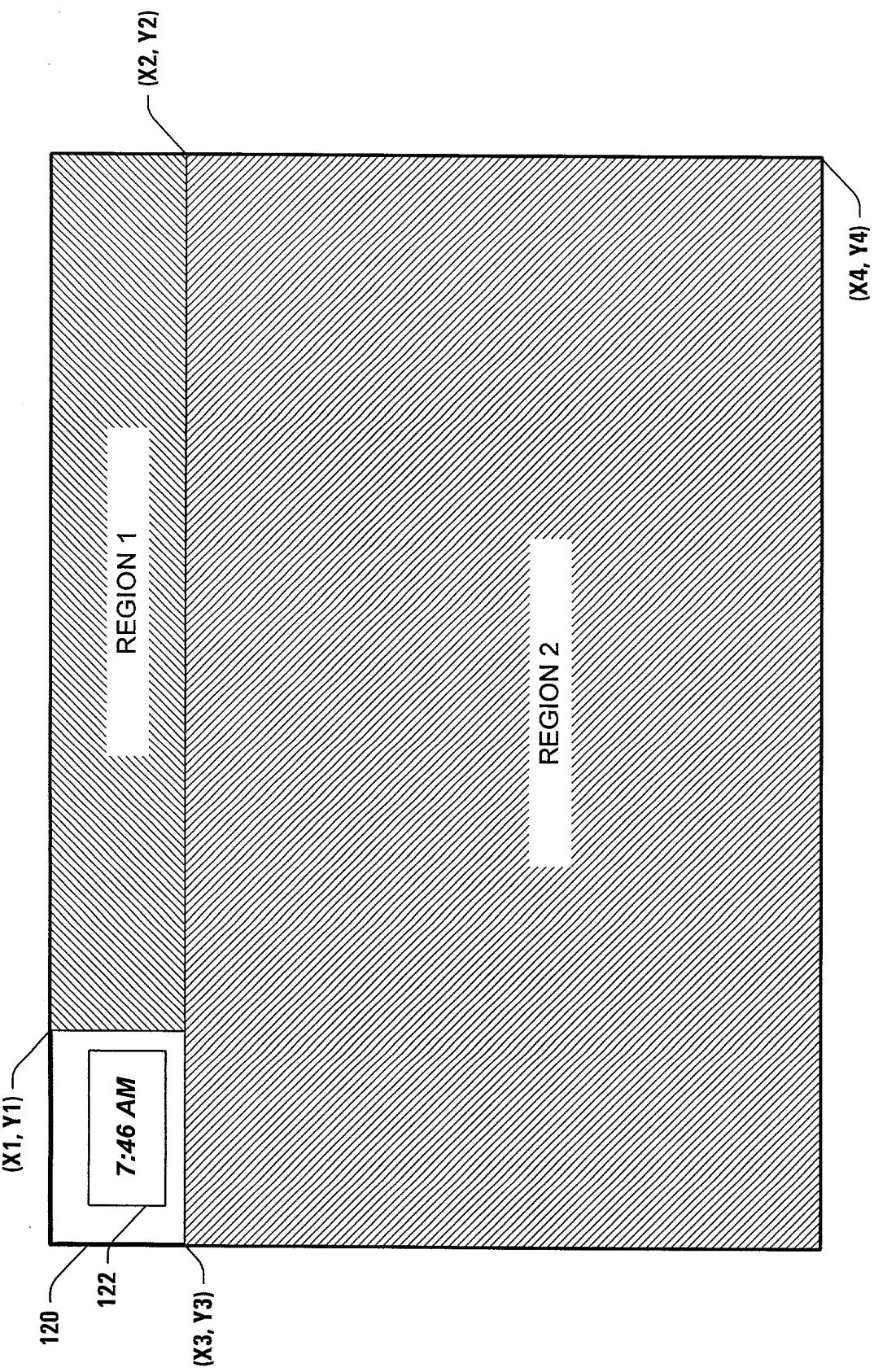


FIG. 5

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31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
EN	RSVD	SPCLK	BRIGHT	CLKEN	BLANK	HSYNC	VSYNC	PEN							
PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN	PEN
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

6GB
FIG.

SIGCT

132

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	RSVD	STOP 10	STOP 9	STOP 8	STOP 7	STOP 6	STOP 5	STOP 4	STOP 3	STOP 2	STOP 1	STOP 0

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

VSIGSTBTSTOP

FIG. 6C

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31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	STOP 10	STOP 9	STOP 8	STOP 7	STOP 6	STOP 5	STOP 4	STOP 3	STOP 2	STOP 1	STOP 0
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

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FIG. 6D

HSIGSTRTSTOP

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD	RSVD	RSVD	RSVD	RSVD	VCLR ₁₀	VCLR ₉	VCLR ₈	VCLR ₇	VCLR ₆	VCLR ₅	VCLR ₄	VCLR ₃	VCLR ₂	VCLR ₁	VCLR ₀

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FIG. 6

SIGCI-R

FIG. 7B

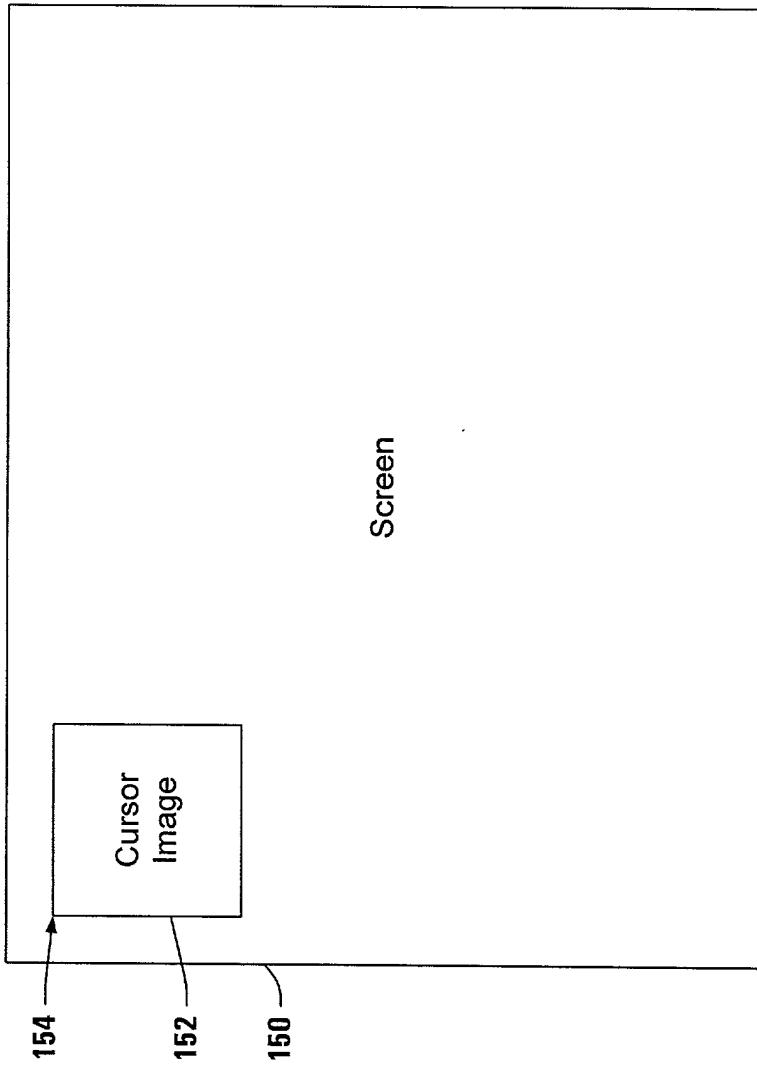
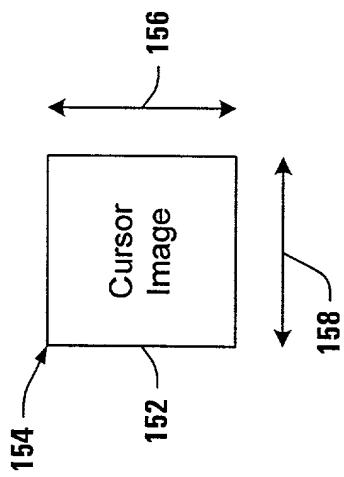


FIG. 7A



cursor image 166 is displayed in the upper half of the screen 160.

← 160

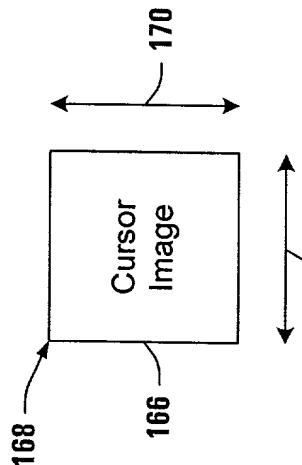
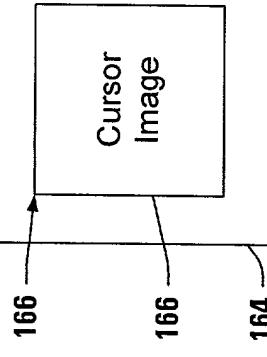
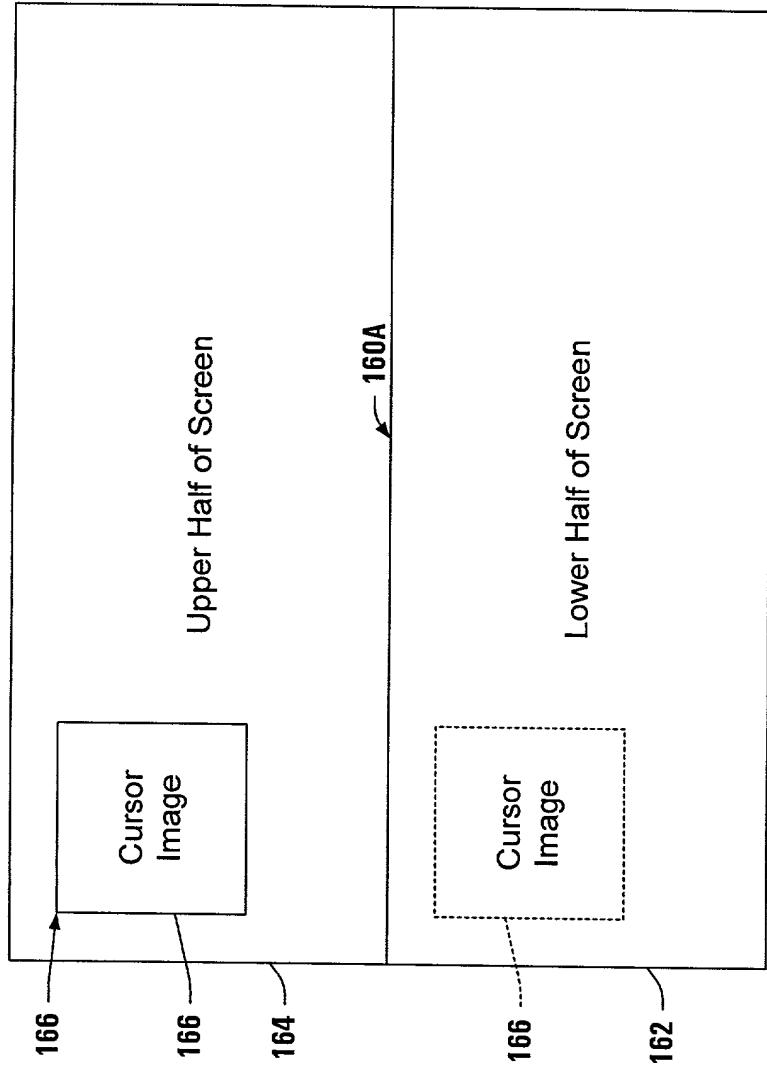


FIG. 8A

FIG. 8B

FIG. 9A

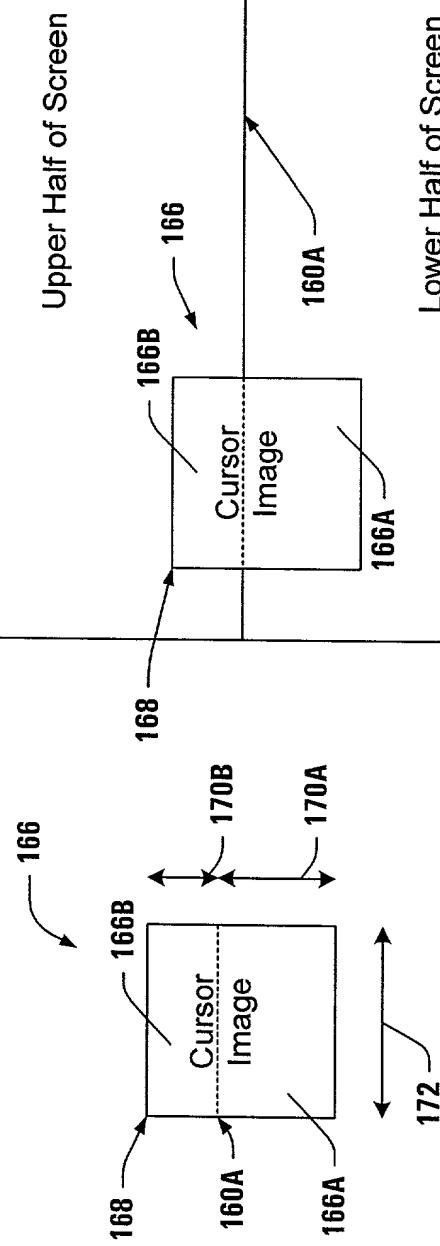


FIG. 9B

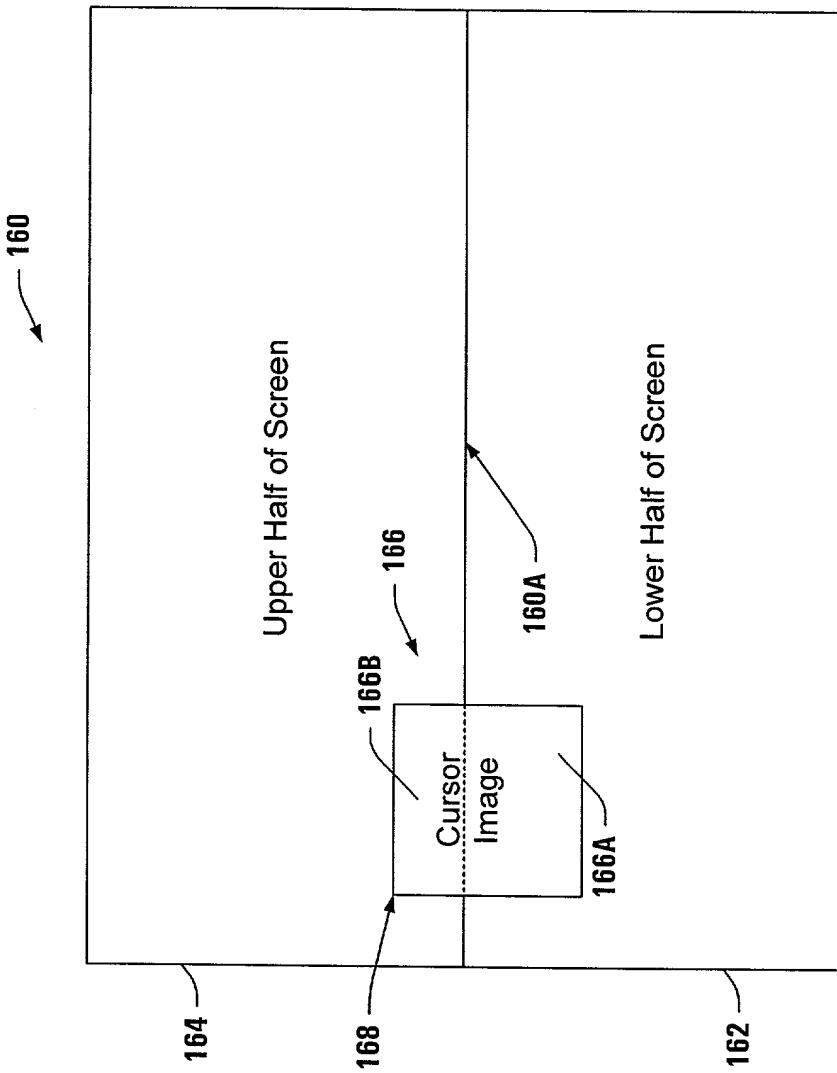
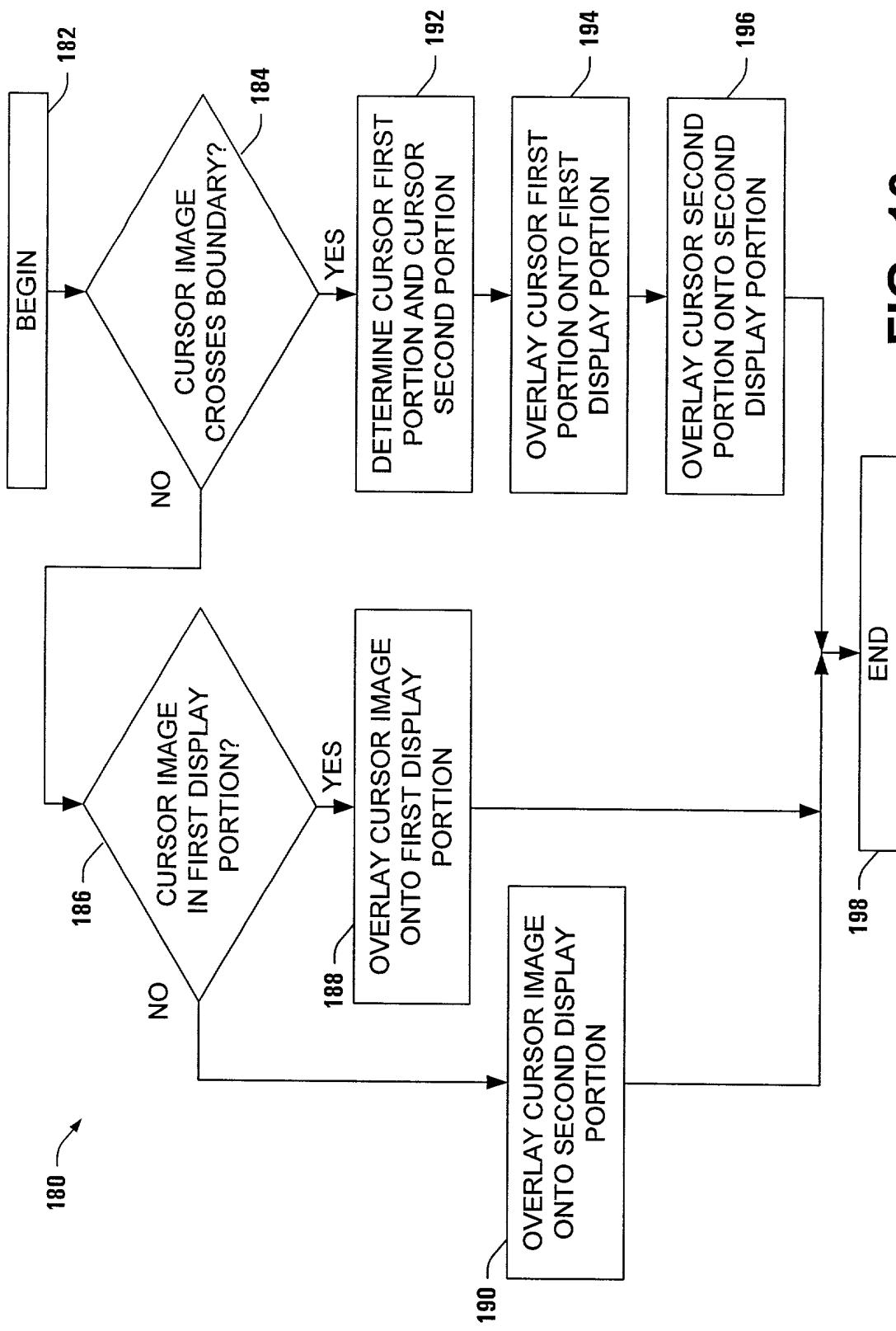


FIG. 10

cursor image crosses boundary if cursor image crosses boundary if cursor image crosses boundary



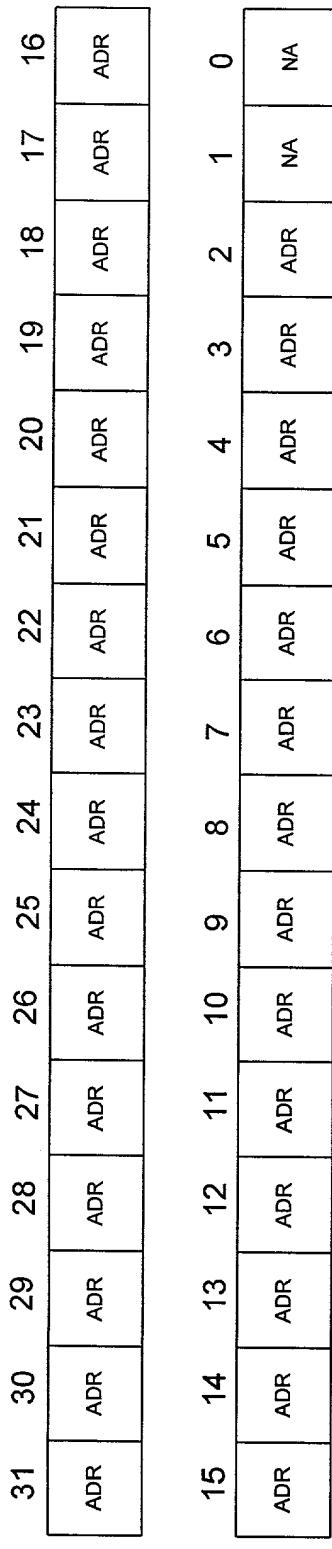


FIG. 11A

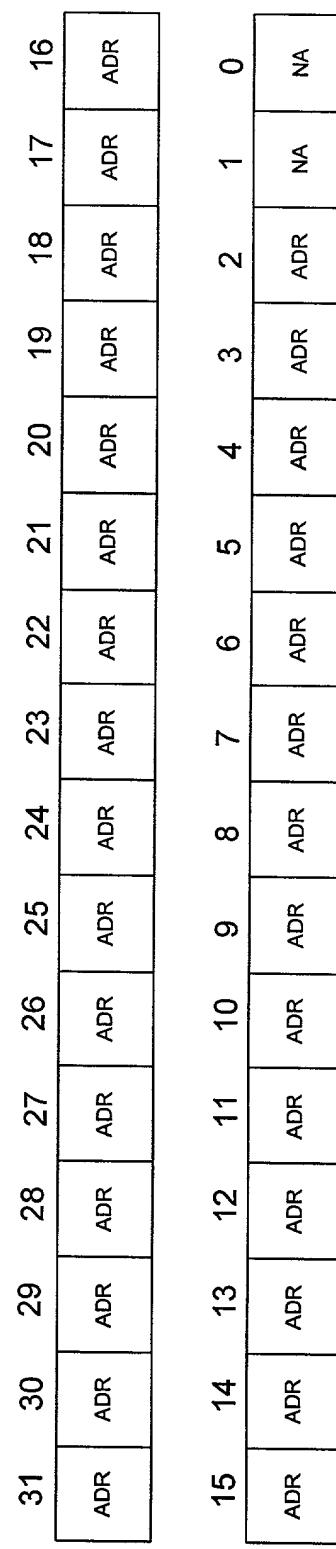


FIG. 11B

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FIG. 11C

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
DLNS5	DLNS4	DLNS3	DLNS2	DLNS1	DLNS0	CSTEP1	CSTEP0	CLNS5	CLNS4	CLNS3	CLNS2	CLNS1	CLNS0	CWID1	CWID0	

CURSORSIZE

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
31	RSVD															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

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FIG. 11D

CURSORCOLOR1
CURSORCOLOR2
CURSORBLINK1
CURSORBLINK2

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

RSVD	RSVD	RSVD	RSVD	RSVD	YLOC ₁₀	YLOC ₉	YLOC ₈	YLOC ₇	YLOC ₆	YLOC ₅	YLOC ₄	YLOC ₃	YLOC ₂	YLOC ₁	YLOC ₀
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16

CURSOR_XYLOC

208 →

FIG. 11E

RSVD															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16

CHEN	RSVD	RSVD	RSVD	RSVD	YLOC ₁₀	YLOC ₉	YLOC ₈	YLOC ₇	YLOC ₆	YLOC ₅	YLOC ₄	YLOC ₃	YLOC ₂	YLOC ₁	YLOC ₀
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

CURSOR_DHSAN_LH_YLOC

210 →

FIG. 11F

प्रगति देवता एवं उसके बारे में कहा गया है।

CURSORBLINK

212

FIG. 11G

From Dual Port RAM

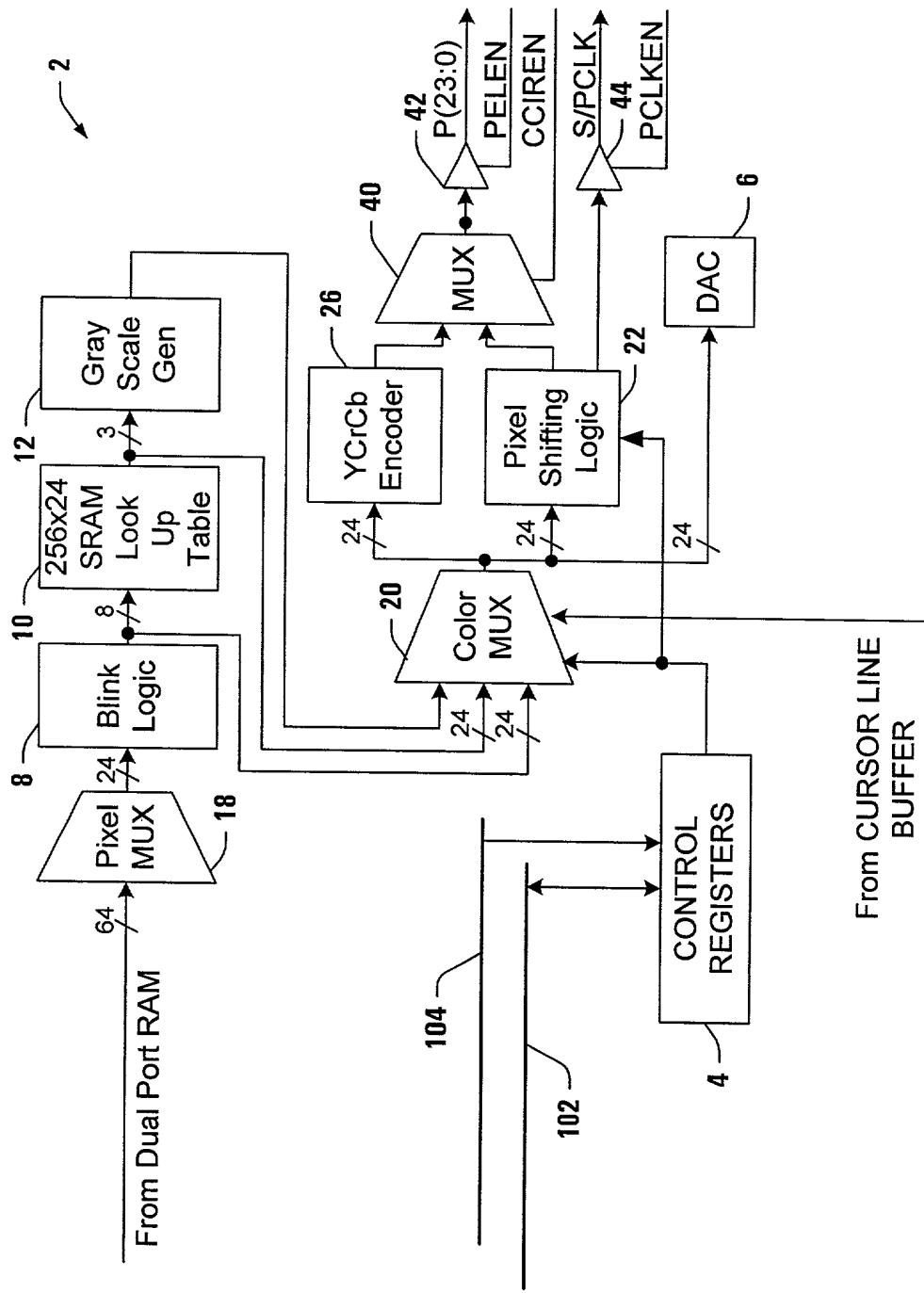


FIG. 12

230

FIG. 13A

PIXELMODE

1

FIG. 13B

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RSVD	RD	DAT														

PARI | IEOF IT

if $\hat{q}_{i,i}^{(m)} \geq \hat{q}_{i,i}^{(m-1)}$ then $\hat{q}_{i,i}^{(m)} = \hat{q}_{i,i}^{(m-1)}$
else if $\hat{q}_{i,i}^{(m)} < \hat{q}_{i,i}^{(m-1)}$ then $\hat{q}_{i,i}^{(m)} = \hat{q}_{i,i}^{(m-1)}$

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16

RSVD	ESTR T3	ESTR T2	ESTR T1	ESTR T0	CNT3	CNT2	CNT1	CNT0								
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	

| RSVD |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | |

PARLLIFIN

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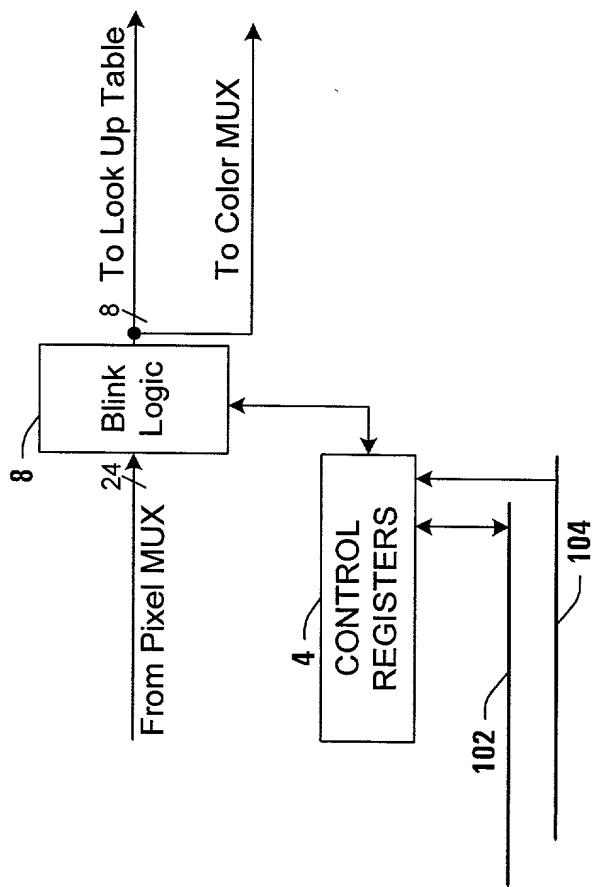
FIG. 13C

FIG. 14A

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shift mode	color mode	output mode	P(23)	P(22)	P(21)	P(20)	P(19)	P(18)	P(17)	P(16)	P(15)	P(14)	P(13)	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	P(6)	P(5)	P(4)	P(3)	P(2)	P(1)	P(0)					
0x0	0x4	single pixel per wide	R(1)	R(0)	G(1)	G(0)	B(1)	B(0)	R(7)	R(6)	R(5)	R(4)	R(3)	R(2)	G(7)	G(6)	G(5)	G(4)	G(3)	G(2)	G(1)	G(0)	B(7)	B(6)	B(5)	B(4)	B(3)	B(2)			
0x0	0x5	clock up to 24 bits	R(3)	R(2)	G(5)	G(4)	B(3)	B(2)	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(5)	G(4)	G(3)	G(2)	G(1)	G(0)	B(4)	B(3)	B(2)	B(1)	B(0)	B(0)	B(4)				
0x0	0x6	single 16-bit 565 pixel per clock	R(3)	R(2)	G(3)	G(2)	B(3)	B(2)	P(2)	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(4)	G(3)	G(2)	G(1)	G(0)	G(4)	G(3)	G(2)	G(1)	G(0)	B(7)	B(6)	B(5)	B(4)	B(3)	B(2)
0x1	0x4	single 24 bit pixel mapped to 18 bits each clk	X	X	X	X	X	X	R(7)	R(6)	R(5)	R(4)	R(3)	R(2)	G(7)	G(6)	G(5)	G(4)	G(3)	G(2)	G(1)	G(0)	B(7)	B(6)	B(5)	B(4)	B(3)	B(2)			
0x1	0x5	single 16-bit 565 pixel mapped to 18 bits each clk	X	X	X	X	X	X	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(5)	G(4)	G(3)	G(2)	G(1)	G(0)	B(4)	B(3)	B(2)	B(1)	B(0)	B(0)	B(4)				
0x1	0x6	single 16-bit 565 pixel mapped to 18 bits each clk	X	X	X	X	X	X	R(4)	R(3)	R(2)	R(1)	R(0)	R(4)	G(4)	G(3)	G(2)	G(1)	G(0)	G(4)	G(3)	G(2)	G(1)	G(0)	B(4)	B(3)	B(2)	B(1)	B(0)	B(4)	
0x2	0x0	progressive scan	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	R(4) *	R(3) *	R(2) *	R(1) *	R(0) *	P(4)	P(3)	P(2)	P(1)	P(15)	P(14)	P(13)	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	P(6)	P(5)	P(0)		
0x2	0x8	2 pixels per shift clock dual scan	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	R(4) *	R(3) *	R(2) *	R(1) *	R(0) *	P(4)	P(3)	P(2)	P(1)	P(15)	P(14)	P(13)	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	P(6)	P(5)	P(0)		
0x3	0x0	progressive scan	P(14)	P(13)	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	P(6)	P(5)	P(4)	P(3)	P(2)	P(1)	P(15)	P(14)	P(13)	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	P(6)	P(5)	P(0)			
0x3	0x8	4 pixels per shift clock dual scan	P(14)	P(13)	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	P(6)	P(5)	P(4)	P(3)	P(2)	P(1)	P(15)	P(14)	P(13)	P(12)	P(11)	P(10)	P(9)	P(8)	P(7)	P(6)	P(5)	P(0)			

FIG. 15



31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16

RSVD															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

BLINKRATE

250 →

FIG. 16A

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
MASK															

BLINKMASK

252 →

FIG. 16B

तिरुप्पुरुषो विश्वामित्रं विश्वामित्रं विश्वामित्रं विश्वामित्रं विश्वामित्रं

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
RSVD															
PATRN															
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

FIG. 16C

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FIG. 16D

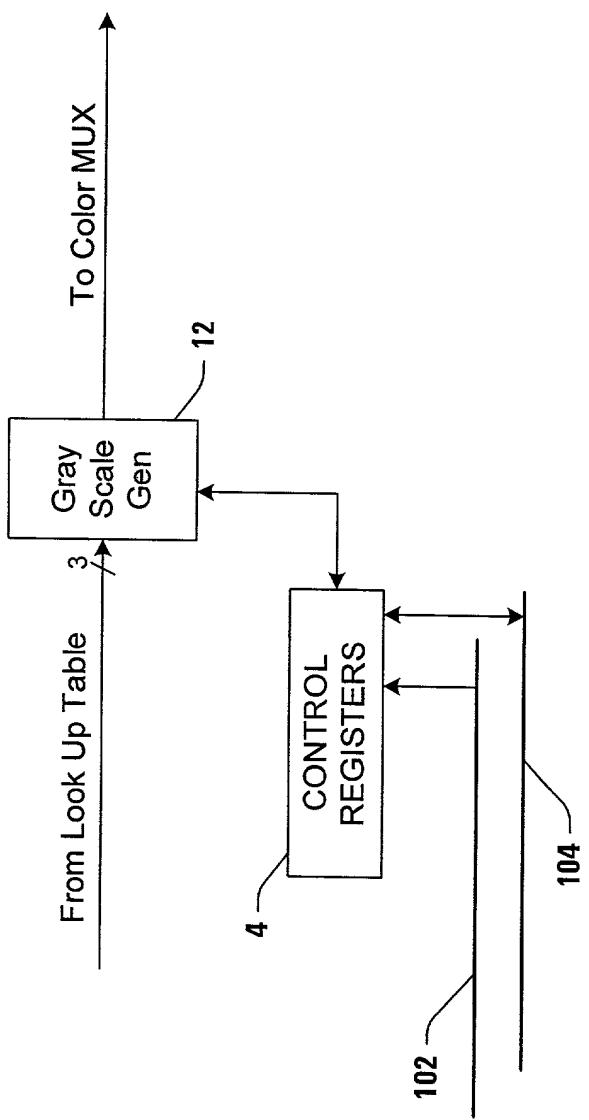
256

BG OFFSET

FIG. 16E

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FIG. 17



وَمِنْ أَنْتَ مَنْ يُحْكِمُ الْأَيْمَانَ وَلَا يُؤْخِذُ عَنِ الْأَيْمَانِ

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RSVD	VERT	HORZ													
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0	

GRAYSCALE LUT

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FIG. 19

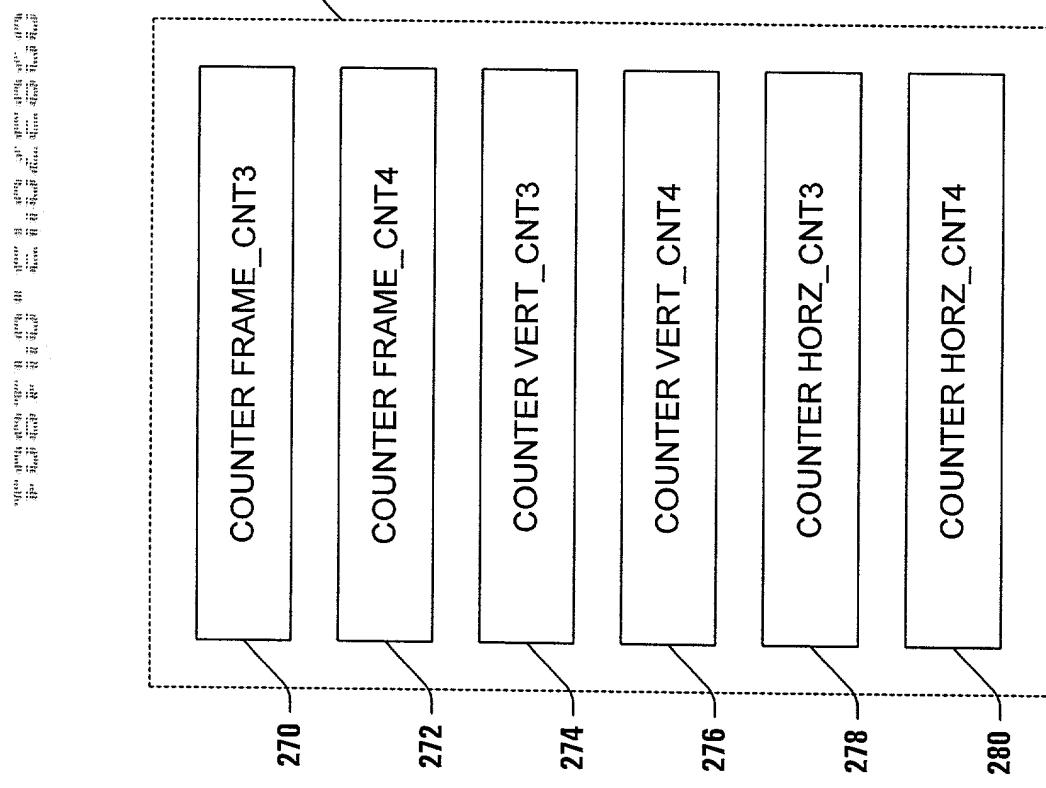


FIG. 18

FIG. 21

304 → H O R Z

	FRAME 0	V	1	1	1
E	1	1	1	1	
R	1	1	1	1	
T	1	1	1	1	

FRAME 1

0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0

FRAME 3

0	0	0	0
0	0	0	0
0	0	0	0
0	0	0	0

FRAME 2

1	1	1	1
1	1	1	1
1	1	1	1
1	1	1	1

FIG. 22

306 → H O R Z

FRAME 0	V	1	0	1	0
E	1	0	1	0	
R	1	0	1	0	
T	1	0	1	0	

FRAME 1

	0	1	0	1
	0	1	0	1
	0	1	0	1
	0	1	0	1

FRAME 2

1	0	1	0
1	0	1	0
1	0	1	0
1	0	1	0

FRAME 3

	0	1	0	1
	0	1	0	1
	0	1	0	1
	0	1	0	1

FIG. 23

and the people of the world, who are in the world, are of the world. This is why Jesus said to his disciples, "If the world hates you, know that it has hated me before it hated you." (John 15:18)

308 H O R Z

FRAME 0

V	E	R	T
1	1	0	0
1	0	1	0
0	0	1	1
1	0	1	0

FRAME 1

0	0	1	1
0	1	0	1
1	1	0	0
0	1	0	1

FRAME 2

1	0	1	0
1	1	0	0
1	0	1	0
0	0	1	1

0	1	0	1
0	0	1	
0	1	0	1
1	1	0	0

EBAME 3

FIG. 24

FRAME		Vert	Horz	VCNT (lines)	11	11	11	10	10	10	01	01	00	00	00	00	GSLUT Address '4
Cir	Ctr	Ctr	Ctr	HCNT (pixels)	11	10	01	00	11	10	01	00	11	10	01	00	Pixel
D18	D17	D16	D15	register address	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	Value
1	1	base + 0x4C	0	1	0	1	1	0	0	0	1	0	1	0	1	0	011
		base + 0xAC	1	0	1	0	0	0	1	1	1	1	1	1	0	1	011
		base + 0xCC	1	1	0	0	0	1	0	1	0	0	1	1	0	1	011
		base + 0xEC	0	0	1	1	0	1	0	1	1	0	0	1	0	1	011

FIG. 25

312 → H O R Z

FRAME 0		
V	1	0
E	0	1
R	0	1

T

FRAME 1		
	0	1
	0	0
	1	0

FRAME 2		
	0	1
	1	0
	0	1

FIG. 26

314

FRAME 0		H	O	R	Z
V	1	0	0		
E	0	0	1		
R	0	1	0		

T

FRAME 1		
0	1	0
0	1	0
0	0	1

FRAME 2		
0	0	1
1	0	0
1	0	0

FIG. 27

FIG. 28

318 → H O R Z

	FRAME 0			FRAME 1		
	V	1	0	0	0	0
E	0	0	1	1	0	0
R	0	1	0	0	0	1
T						

FRAME 2

0	0	1	1
1	0	0	1
1	0	0	0

FIG. 29

FIG. 30

Display Type	Horizontal Resolution	Vertical Resolution	Video Clock frequency (MHz)	Frame Buffer Storage format	Display Data format	pixels per shift clock	Pixel Shift Clock frequency (MHz)	Vertical Frame Rate (Hz)
VFD	128 x 32		2	4 bpp	monochrome	8	0.25	400
LCD	128 x 64	2		4 bpp	monochrome	4	0.5	230
LCD	256 x 128	2		4 bpp	monochrome	4	0.5	60
"QVGA" TFT LCD	320 x 234	6.4	8 bpp	analog		1	6.4	80
QVGA STN LCD	320 x 240	4	4 bit RGB	4 bit RGB	1	4	50	50
HVGA STN LCD	640 x 240	8	4 bit RGB	4 bit RGB	1	8	50	50
"VGA" DC Plasma	640 x 400	16	4 bpp	monochrome	4	4	60	60
VGA EL	640 x 480	24	4 or 8 bpp	grayscale	8	3	75	75
VGA STN LCD	640 x 480	24	8 or 16 bpp	18 bit RGB	1	24	75	75
VGATFT LCD	640 x 480	24	8, 16, or 24 bpp	18 bit RGB	1	24	75	75
VGA CRT	640 x 480	25.175	8, 16, or 24 bpp	analog	1	NA	70	70
VGA CRT	640 x 480	32	8, 16, or 24 bpp	analog	1	NA	85	85
SVGA TFT LCD	800 x 600	40	8, 16, or 24 bpp	18 bit RGB	1	40	80	80
SVGA CRT	800 x 600	50	8, 16, or 24 bpp	analog	1	NA	85	85
XGA TFT LCD	1024 x 768	60	8, 16, or 24 bpp	18 bit RGB	2	30	72	72
XGA CRT	1024 x 768	75	8, 16, or 24 bpp	analog	1	NA	80	80
SXGA TFT LCD	1280 x 1024	85	8, 16, or 24 bpp	18 or 24 bit RGB	1	85	60	60
SXGA CRT	1280 x 1024	110	8, 16, or 24 bpp	analog	1	NA	70	70
SXGAW TFT LCD	1400 x 1024	90	8, 16, or 24 bpp	18 or 24 bit RGB	1	90	60	60
SXGA+ TFT LCD	1400 x 1050	110	8, 16, or 24 bpp	18 or 24 bit RGB	1	110	70	70
UXGA TFT LCD	1600 x 1200	135	8, 16, or 24 bpp	18 or 24 bit RGB	1	135	65	65
UXGA CRT	1600 x 1200	135	8, 16, or 24 bpp	analog	1	NA	60	60
UXGAW TFT LCD	1900 x 1200	135	8, 16, or 24 bpp	18 or 24 bit RGB	1	135	60	60
HDTV-2 LCD	1280 x 720	50	8, 16, or 24 bpp	24 bit RGB	1	50	50	50
HDTV-2 CRT	1280 x 720	66	8, 16, or 24 bpp	analog	1	NA	60	60
HDTV-4 LCD	1920 x 1080	135	8, 16, or 24 bpp	24 bit RGB	1	135	60	60
HDTV-4 CRT	1920 x 1080	135	8, 16, or 24 bpp	analog	1	NA	55	55
QXGA LCD	2048 x 1536	135	4 bpp	monochrome	8	16.875	40	40
QSXGA LCD	2560 x 2048	135	4 bpp	monochrome	8	16.875	24	24
QUXGA LCD	3200 x 2400	135	4 bpp	monochrome	8	16.875	17	17

FIG. 31

400 → 402 → 404 → 406 → 414 → 416 → 420 → 424 → 428 → 432 → 434 → 436 → 440

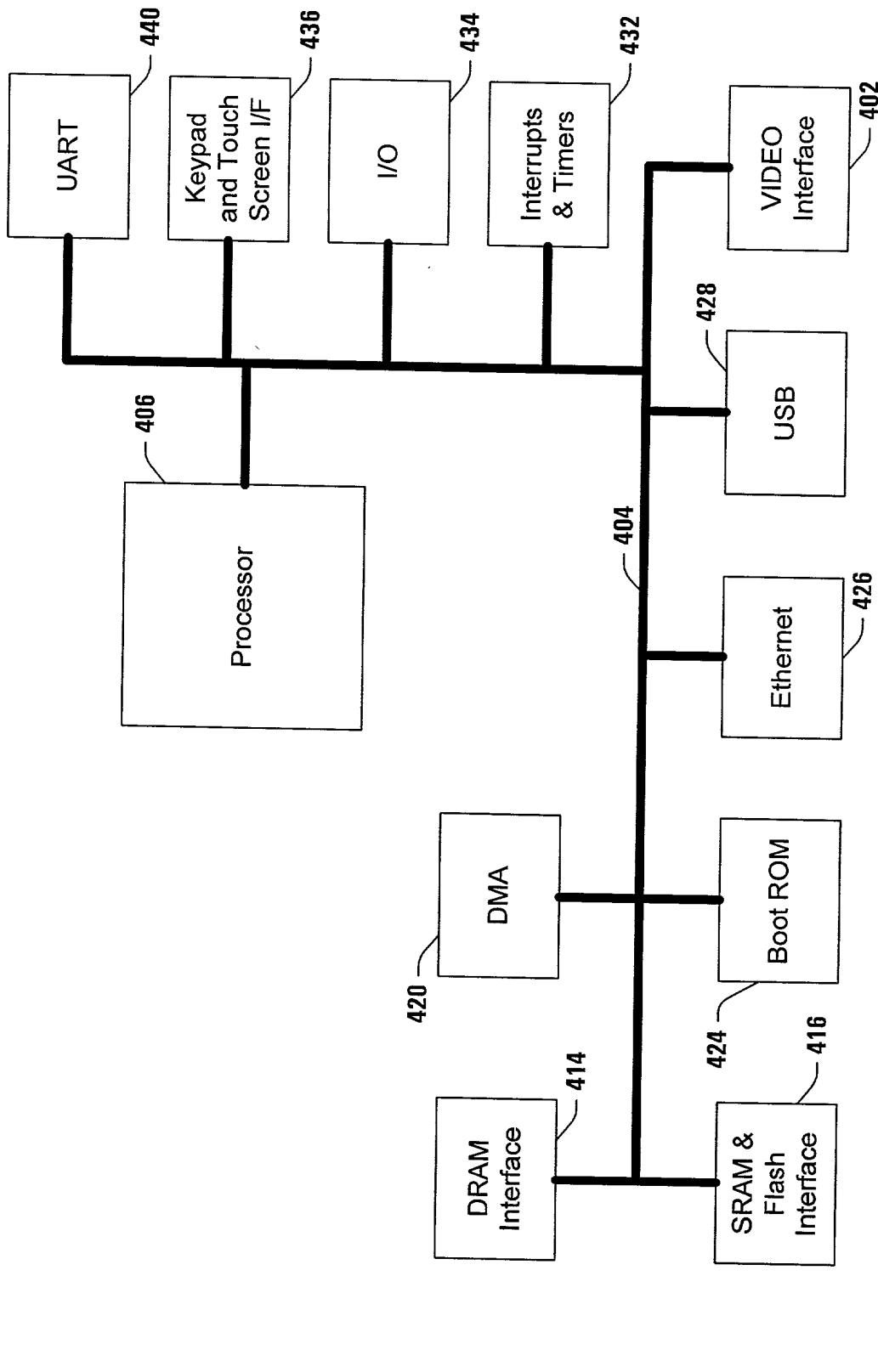


FIG. 32

FIG. 33

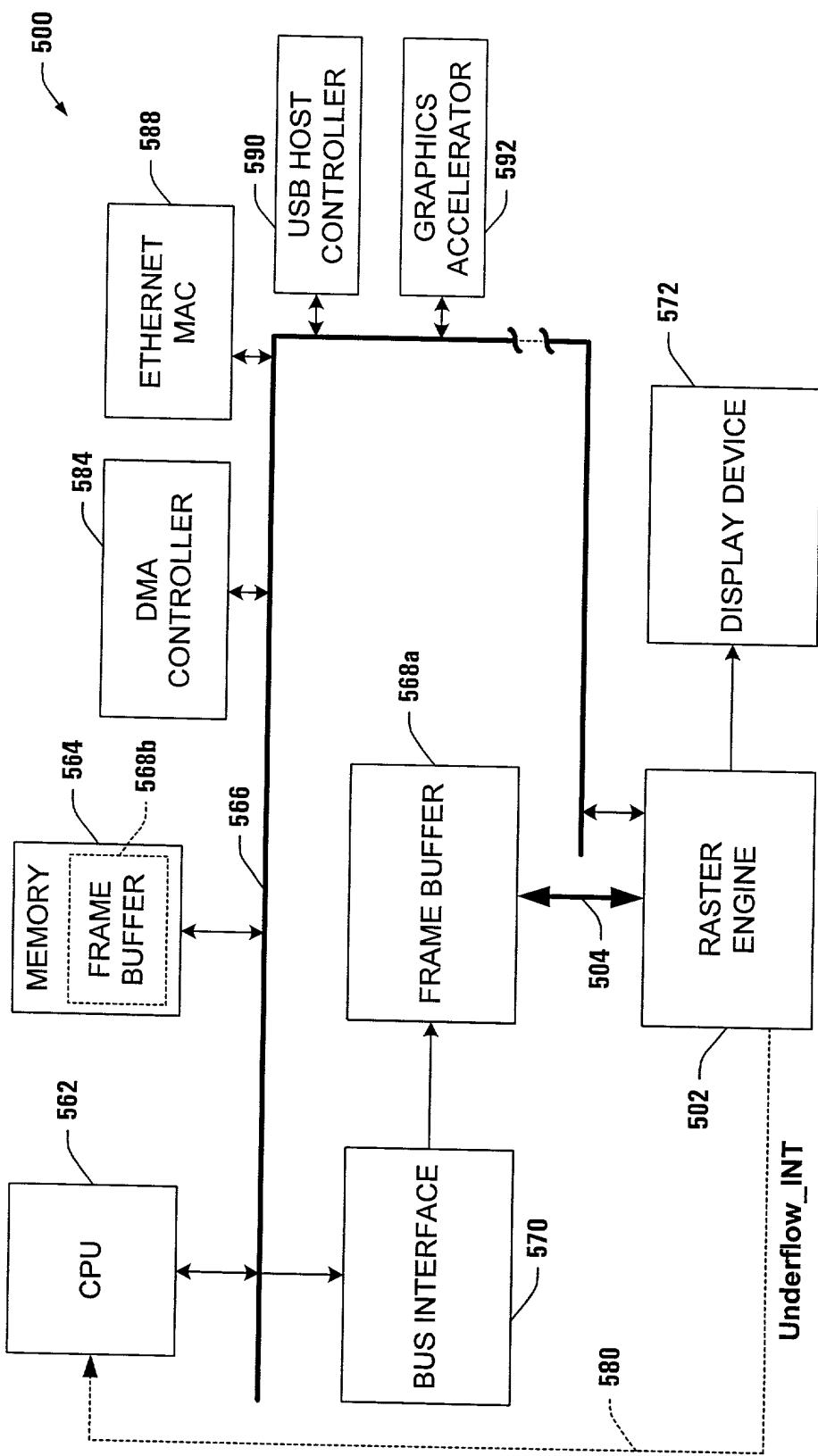
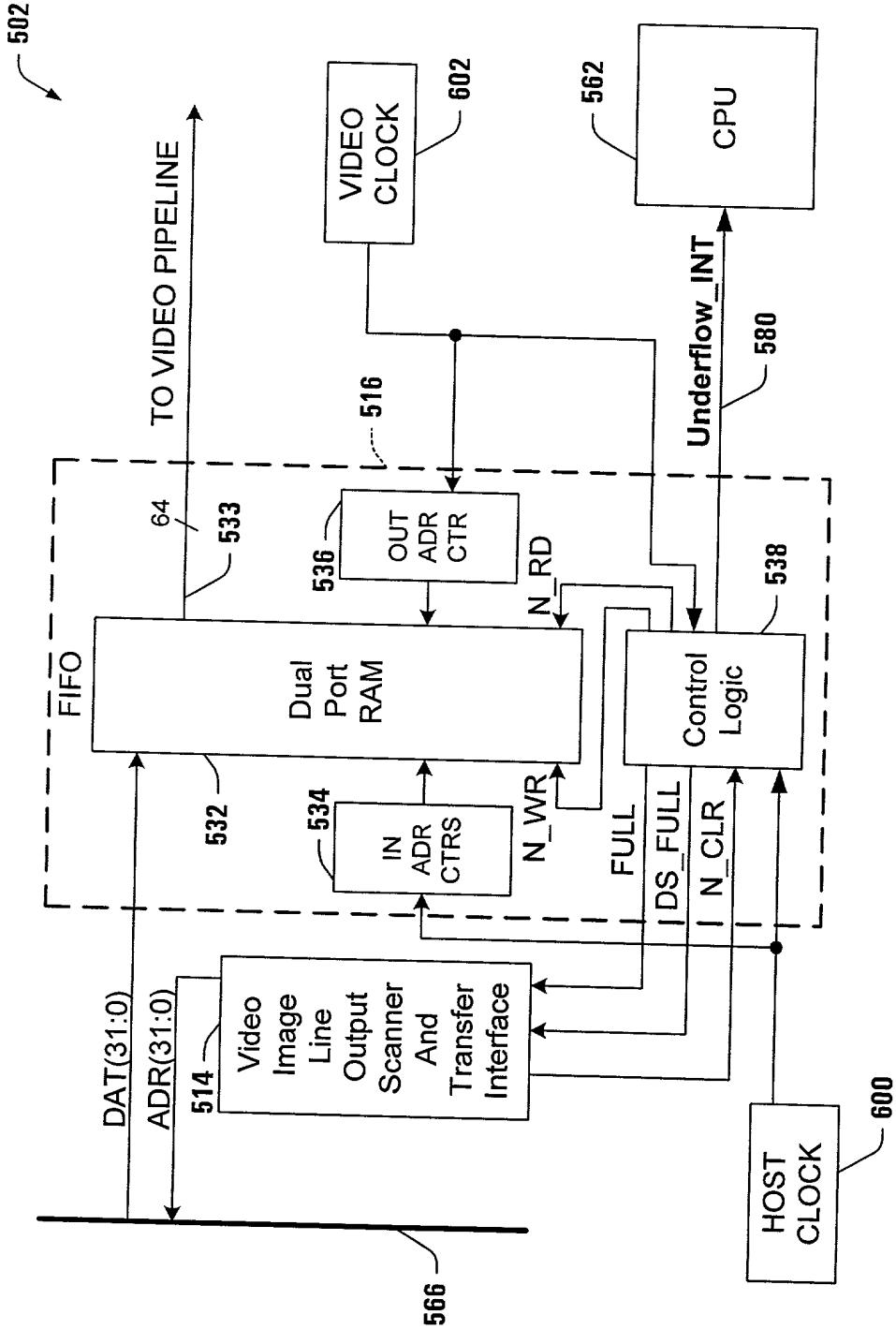


FIG. 34



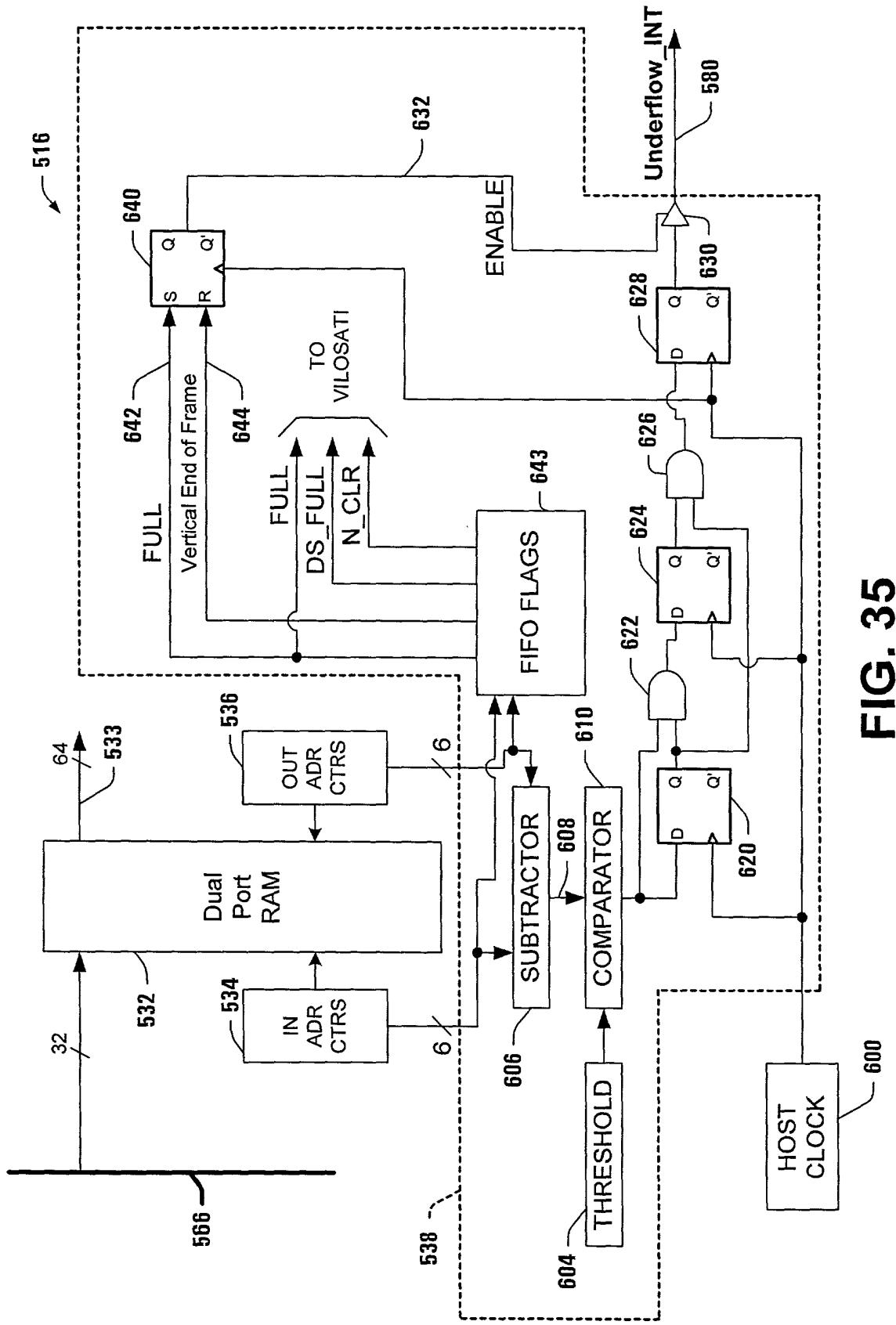


FIG. 35

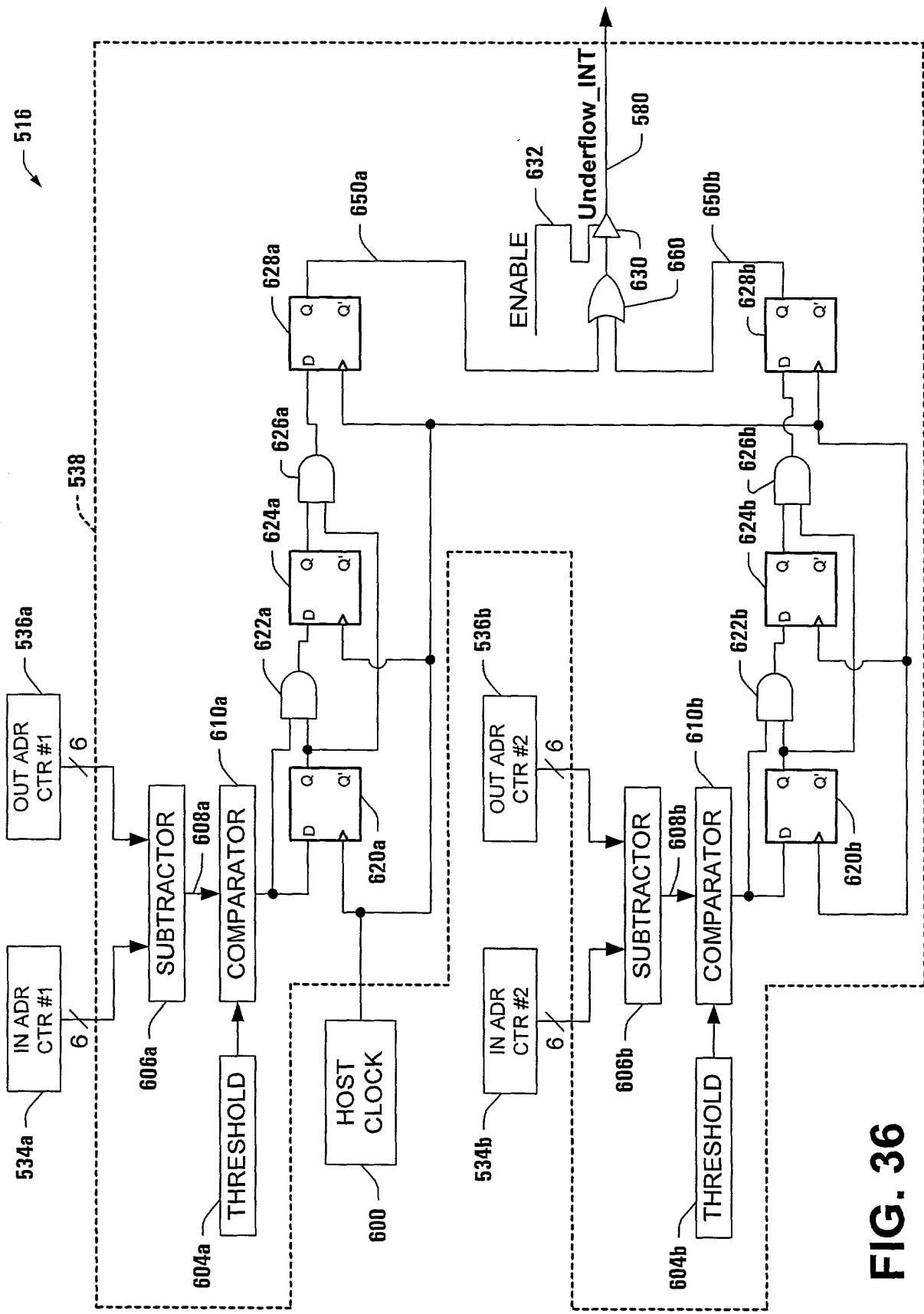


FIG. 36

FIG. 37

